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Title: Ultima Online 4

Author:

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## Biographies 2

Sutton (Atlantic, deceased) - A lower ranking guard of Minoc(Trammel.) Normally wore full plate mail and carried a halbard. Was killed by brigands while trying to apprehend a criminal named Wharton.

Telwyn (Atlantic) - Alchemist

Thorval Perpil (Atlantic, deceased) - Wealthy nobelman found dead by Minoc(Trammel) Guards. Killed in a bar fight and survived by his brother Marin Perpil.

Tilf and Gilf (Atlantic) - A Ettin thought to be coverting with the Stormreaver Orcs in a planned war on Yew.

Vaughn (Atlantic) - Miner found at the caves north of Minoc(Felucca.) Told adventurers he saw Armstrong's daughter enter the caves but never return. Told of the Ore Elementals fight in Vesper. Told of Tilf and Gilf's ettin and orc attack on Yew. Verity Jerison (Atlantic) - Lycaeum Scholar. Translated a tome found in the Ice Cavern(Trammel.) The tome provided details in summoning a water essence named Anvasflan.

Vincent (Atlantic) - A referee holding weekly duels at the Jhelom Pit(Felucca.)

Vithys (Atlantic) -Elemental Lady of Water. Fought with other elemental Lords and Ladies in Vesper over who was the strongest.

Wallace (Atlantic, murdered) - Former resident of Minoc, was a Britain Guard. He was killed in a cult ritual. Thought to be connected with Tilf and Gilf.

Wharton (Atlantic) - Vile criminal sought by the Minoc(Trammel) Guard. Found with brigands, became responsible for Guard Sutton's death.

Winona (Atlantic, deceased) - Bard sent by Spencer of Cove(Felucca) to help the adventurer's defeat Azhug the Cove Orc leader. Lost in the battle.

Xerot the Illusionist (Atlantic) - Mage who had trapped the shadow flame in a special lantern he had built and used the shadows to do his bidding, including creating general chaos and disorder. Was destroyed by the Lady Liane. His Lantern of Illusions is on display in the Vesper Museum(Felucca.) Zxytortwp the Oracle (Atlantic) - The Oracle resides in Wind and can not leave there. Her real name is, unpronounceable. She was slain by Daemons sent by Nostur'yl to Wind during key testimony in his trial of Aleph Aeirs. Her robe was put

on display in the Vesper Museum(Felucca.) She was eventually resurrected by Lady Liane into the body of the slave mage Rathgith and is presumed living in Wind.

Anon - Grandmaster Mage of the Council of Mages.

Anmac Mallachtan - One of Juo'nar's Generals (slain) Ba'ab - One of Juo'nar's Generals (slain)

Lord Blackthorn - Past advisor and friend of the king. Became mechanically enhanced by Exodus and uses his power to control the Jukan armies and Betrayers to try and rule Britannia.

Branson One-Thumb (murdered) - An ex-Follower of the Armageddon, Branson had second thoughts and turned himself in. He was murdered before he could release any information.

Brialla (deceased)- Brialla of the Seven Tears, a monk of Empath Abbey, went into the northlands of Britannia (at that time uncharted), with only a journal to record her travels. She charted, recorded and illustrated the entire region, and discovered the mineral deposits near what would become Minoc. Her courage is celebrated each year at Brialla's Journey.

Lord British - King of Britannia (missing)

Bundor Bard - Reporter for Britannia Network News.

Clanin - Senior Mage of Britannia. Fought in the great war against Blackthorne alongside Dupre and Dawn.

Crawworth (died exploring the new lands) -Ex-Captain of the Guards of Trinsic

Dawn - Royal Knight of Britannia. Carries her grandfather's sword awarded to him by Lord British. Fought in the great war against Blackthorne alongside Dupre and Clanin.

Drenon Quick - Reporter for Britannia Network News.

Dupré - Paladin of Trinsic. He was escorting Lord British when the King was captured by orcs and mongbats. After that, he focused on the recapture of Trinsic. Contacted by the ghost of Julia, he recruited adventurers to go the Ethereal Void to retrieve Joye. He also led the rescue party to find Malabelle who was held prisoner by Juo'nar, and is at the origin of the final attack against Trinsic, leading to the victory against the undeads. Duryn (suicided) - Duryn was the first member of the Followers of the Armageddon to be exposed, though at that point his affiliation was not known. He murdered Hartham, apparently in broad daylight, and escaped the Trinsic jail when he was first captured. When he was finally cornered and brought back in Trinsic,

he spoke strange words, and committed suicide by bitting in a poison capsule he had hidden in his mouth.

Sir Duquelle (murdered) Duquelle was a member of
the Castle staff working
on the FoA investigation.
He must have had some
success, for he was
brutally murdered in what
appears to be a ritual
sacrifice, credited to
members of the Followers.

Finth Desryn - Captain of the Guards of Trinsic

Followers of the Armageddon - Previously known as the Zog Cabal.

G'Blarth - Dancing Troll of Vesper, self described as a, "nice, nice, human-like troll guy. No hurt." Thought to have been tossed from his clan for not eating bards.

Sir Geoffrey - Captain of the Royal Guard, Sir Geoffrey directed the FoA manhunt until Halston Montil took over. In the previous Ultimas, he is one of the companions of the Avatar, and represents the Fighter archetype. He also managed to capture an orc prisoner from Keeonean armies to have it interrogated in the Yew Court of Truth.

Gilforn - Mage of the Council of Mages. Has spent his life researching moongates and teleportation. Studied the magic of the Moonglow Teleporters and used it to create others like those used at the Moonglow Bank. Was chosen by wisps to learn the secrets of the moongates and developed the modern moongate that allows travel between facets(worlds.) Author of The Definitive Gate and Gate Travel and the Modern World and discoveror of Ilshenar.

Gorenck (slain) - Assassin, hired (presumably by Gruzak) to eliminate the FoA prisonners held in Yew. With Hertun, they succeeded in their attempt but were stopped and slain while fleeing from the scene. On their bodies was found the recipe for the deadly poison used by the FoA and a note saying "Do not fail in your mission - Gruzak".